

Mesa regression testing

Problems / Goals

Thousands of different game workloads on Steam

Rendering and perf regressions are frequent

Unit tests don't catch everything

Manual testing is good, but doesn't help with the long tail of popular games

LunarG testing lab

Traces of many Steam games in a database

Apitrace for OpenGL, vktrace for Vulkan

Finds rendering differences and perf differences

Testing of tagged releases, RCs

Slower turnaround than unit tests, master testing when time allows

Pre-merge testing

DEMO

<https://share.lunarg.com>

<https://share.lunarg.com/test/report/202#overview>

What happens after testing?

Some human work required to turn testing data into useful bug reports

Solution: make results public easy to browse and presented efficiently

Will make game license and trace available to devs if asked

Community/companies can monitor the permutations they care about

Very early stages, looking for feedback